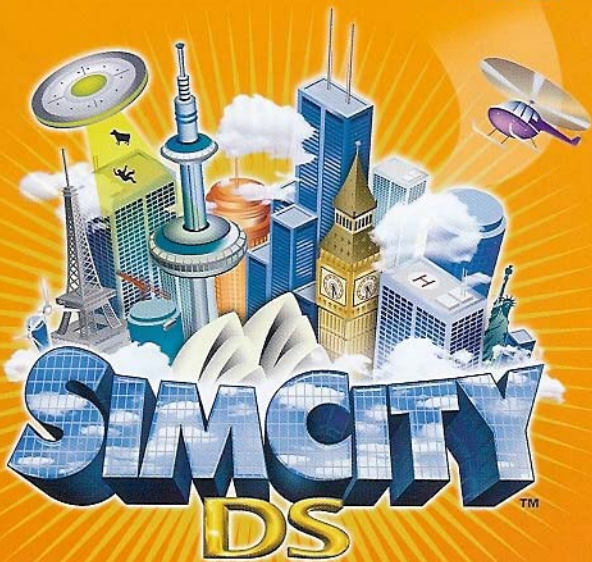


NINTENDO DS™

NTR-AC3P-SCN



EmuMovies



INSTRUCTION  
BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED NINTENDO.

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This Game Card will work only with the Nintendo DS system.

Det här DS-kortet fungerar endast med Nintendo DS-systemet.

Dette spillkort vil kun fungere sammen med Nintendo DS systemet.

Dette spillkortet fungerer bare med Nintendo DS-systemer.



1-2

#### WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak, or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

**VIKTIGT!** Läs noga igenom det separata hälso- och säkerhetsinformationshäftet som medföljer produkten innan du använder Nintendo DS-systemet, Nintendo DS-kort, spelkassetter eller tillbehör. Häftet innehåller viktig hälso- och säkerhetsinformation. Läs igenom den här instruktionsboken noga, så får du mesta möjliga nöje av ditt nya spel. Instruktionsboken innehåller också viktig information om telefonsupport. Spara alltid instruktionsboken för framtida bruk.

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## STARTING THE GAME

### Nintendo DS™

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. Never insert or remove a Game Card when the power is ON.
2. Insert the *SIMCITY™ DS* Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Nintendo DS by pressing the Power Button. The health and safety screen appears.
4. To load the game, touch the game's icon on the Touch Screen (unless the Nintendo DS System is set to Auto Mode in the Settings Menu).
5. At the language select screen, choose the language you want to play the game in.
6. When the Title screen appears, press **START** or touch the Touch Screen to advance to the Main menu.

**Note:** If you select the wrong language, avoid tapping the dialog boxes and restart *SIMCITY™ DS* as soon as possible. You can then select the correct language at the language select screen.

**Note:** To change the language to play the game in, you must erase the saved data from the Game Card. Select Options from the main menu and then ERASE SAVED DATA. Restart *SIMCITY™ DS* and choose the correct language at the language select screen.



# INTRODUCTION



Welcome to *SIMCITY™ DS*! To jump straight in and start building, see p. 9. For expert advice see p. 16.

The following options are available from the main menu:

## Post Office

Build a Post Office in your city to contact other players using DS Wireless Communications (see p. 20).

## Build A City

Start with an empty stretch of land and enough funds for the beginnings of a glorious city.

## Museum

## Options

Visit the museum to admire all the landmarks in your collection. Adjust game options and erase saved data. Game options are also available from within the game on the System Sheet (where you can save your game).

## Save The City Tutorial

Take quick action to save a city struck by disaster. Have a break from city building to learn the basics of the game from an advisor.



An exclamation mark appears above your Advisor's head to let you know that a visitor has arrived in your office. Tap your Advisor whenever you want to start a conversation.

# BASIC CONTROLS

Navigate menu	+Control Pad $\uparrow/\downarrow/\leftarrow/\rightarrow$
Select menu option	Touch option or A Button
Back/Undo	B Button
Navigate around city	+Control Pad $\uparrow/\downarrow/\leftarrow/\rightarrow$
Switch zoom level	L Button
Pause game	START

## BUILDING WITH THE STYLUS

Construct a city with the greatest of ease – choose from a selection of features on the Build Sheet with a simple tap to open the appropriate panel. Then tap the feature from the list to select it.

### Routes

Pick up your stylus and draw the route for roads, power lines and more by dragging across the grid on the Build Sheet (see p. 12). Your selection is highlighted and you can change your mind simply by changing the end of the route. Take your stylus off the screen to construct the route.

### Blocks

Place zones and other items in blocks by dragging out the length and then the breadth on the Build Sheet. Your block selection is highlighted and you can continue to resize it by dragging in different directions. Take your stylus off the screen to construct the block.

### Buildings

Add buildings to your city by touching the square on which you wish to build (on the Build Sheet). A block the size of the building is highlighted and you can change the location by dragging across the Touch Screen. Take your stylus off the screen to add the building.



Use Undo if you made a mistake in any of your construction.



## STARTING FROM SCRATCH

### First Steps

1. From the Main Screen, tap the round button in the upper right corner of the selection box to access the Build Sheet (or from other Sheets, tap BUILD).

When all you have is empty land – plan where you are going to build before beginning construction.



2. Start construction by placing a road to connect the zones.  
 Tap the Transportation Panel and then the Road icon to select it. Draw the road on the Touch Screen to construct it.
3. Place your zones alongside the road to allow the Sims to travel between each zone type. At the start of a new city, you should try to provide a balance of each zone type (approximately three Residential zones to each Commercial and Industrial zone).  
 Select the zone type you want by tapping on the Zone Panel and then the zone. Highlight a line or block on the Touch Screen to build the zone.



Avoid overspending – consider your Funds before you choose the size of your zones. Start with light density zones for quick, cheap development.



- Construct a power plant near your city to ensure your zones are powered.  
Tap the Power Panel and then choose a power plant you can afford. Tap the Touch Screen to build the plant.
- If the power plant is not next to your city, you need to connect it with power lines.  
Tap the Power Panel and then the Power Line icon to select it. Draw the power line on the Touch Screen to construct it.
- Add a water tower or other water supply next to your city and ensure all sections of your city are supplied with water.
- Tap the Water & Waste Panel and then a water tower or other water supply to select it. Tap the Touch Screen on the square you wish to place the item.

Use the Query tool (on the panel at the bottom of the Touch Screen) to tap items in your city and check they have water and power. A flashing lightning or water icon means they are unsupplied. Use the Data Sheet (see p. 19) for a broader view of your city's utility supplies.



- Once the basic areas of your city are ready, tap the Back icon to return to the Main Screen and begin the passage of time! Eager new Sims move in – your zones will quickly develop as buildings spring up.

## QUICK GUIDE

This section covers the minimum information that you need to play the game. For more detailed information, refer to *Expert Advice* on p. 16.

### Main Screen

This screen is where you allow time to go by and watch your city grow. Use the Touch Screen to keep track of your funds, population and growth. Touch the icons to pause the game and delve into your construction options.

#### City Name

– The name you choose for your city. Double tap to open the System Sheet and change game options.

#### Calendar

– The current date.

#### Save

– Save your city in the one slot available (see p. 21).

#### Mail

– Open the Mail Sheet and exchange emails with other SIMCITY™ DS mayors (see p. 20).

#### Funds

– The total amount of money available to you. Double tap to open the Budget Sheet (see p. 19).

#### Population

– The number of Sims living in your city. Double tap to open the Graph Sheet (see p. 20)

#### Percentage

– The percentage of zones that are utilised by your Sims.

#### City Map

– An overview of your city and the land around it.

#### RCI Meter

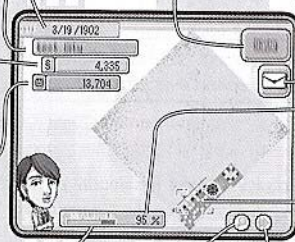
– The demand for the different type of zones: (R)esidential, (C)ommercial and (I)ndustrial. Double tap to open the Data Sheet (see p. 19).

#### Speed

– Increase/decrease the speed of the game.

#### Zoom

– Zoom in/out on the top screen.



## Calendar

The date changes at the speed chosen using the Speed button (bottom right of the Touch Screen). As each day passes, buildings rise and fall as the city develops. At the beginning of each month your Revenue (minus Expenditure) is calculated and your Funds adjusted.

## Funds

The total amount of money available to spend on developing your city. Any income is added to this total at the beginning of each month – so once you have depleted the Funds you are not able to continue building until the next month.

If your income is lower than your expenditure then your Funds will reduce each month – avoid overspending, otherwise you will go into debt (see p. 19).

For financial success, start small and allow your Funds to grow – don't spend everything all at once!



## Population

Your city's Population increases as your Residential zone expands. The Sims will desert your city if you are unable to keep them happy!

## RCI Meter

The demand for the different types of zones: (R)esidential, (C)ommercial and (I)ndustrial. Demand is affected by a number of factors:

- Residential demand has an impact on the size of your population and available housing. The more attractive your city is, the more Sims want to live there and you need to keep up with demand!  
If Residential demand is markedly lower than the other two types you may soon face an unemployment problem.



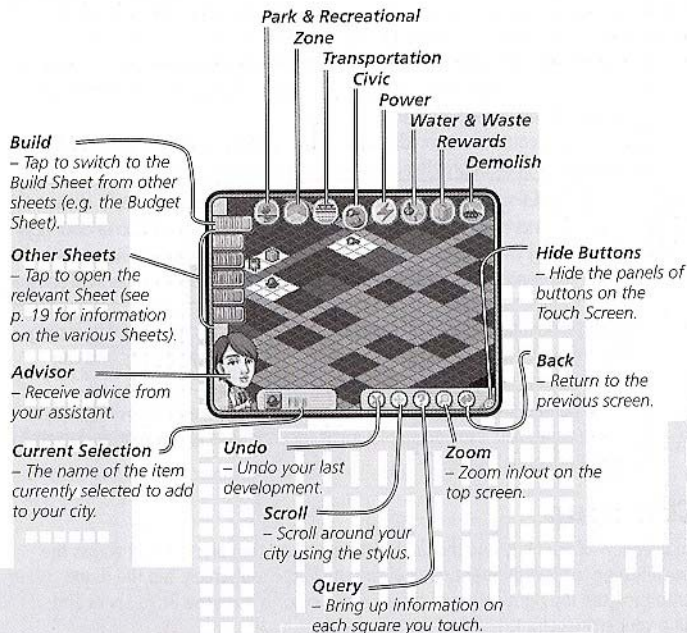
Building more zones isn't always the best way to satisfy demand. Try increasing the Aura and Land Value of your city to encourage growth. Better developed homes can hold more Sims, which eliminates the need for more zones and saves valuable real estate.

- Commercial demand represents the number of businesses interested in setting up within your City. These zones provide employment for your Sims and can drive demand for more Residential zones.
- Industrial demand represents the number of industries keen to move into your city. These zones also provide employment for your Sims and can drive demand for more Residential zones.

## City Map

An overview of your city and the land around it. Drag the selection box across the Touch Screen to view different parts of the city in the top screen. Tap the round button (on the top right corner of the selection box) to open the Build Sheet and build your city (see p. 12).

## Build Sheet



## Park & Recreational

Choose from a selection of features to decorate and enhance your city, raising the value of the land nearby – and even reducing pollution!

**Note:** Marinas can only be built on water.

### Zone

A vital tool to decide where the Sims can build. Select the type of zone you want and then draw the zone on the Touch Screen. Once the zone is complete and power/water is available, the Sims will begin to build, provided there is the appropriate demand (see *RCI Meter* on p. 11).

**Note:** The density of the zone determines the type of buildings constructed by the Sims.

Keep your Residential zones away from your Industrial zones – the Sims don't want to live next to factories and unpleasant smells!



Don't make your Sims travel too far to work – they don't like a long commute!



## Transportation

Select the form of transport to connect your zones. The Sims need to travel around your city to find employment, make money and give you an income.

**Note:** Sims only develop zones that are within a certain number of tiles from a road: Residential/Industrial – four tiles and Commercial – three tiles.

## Civic

Choose various civic departments to look after the needs of your Sims and place them where they are needed most.

## Power and Water

All areas of your city require power and water, however both power plants and water supplies have a limited capacity. Continue building new power plants and water supplies as your city expands.

Power flows between all of your city features, but it can only jump four tiles of unzoned land, roads or flora (see p. 18 for details). Use power lines to connect the separate parts of your city, but try to avoid unnecessary gaps with careful planning.



If power/water is lost after buildings have been constructed, the Sims will abandon the zone.

**Note:** Water pumps must be placed directly next to water in order to function, with one tile of water per water pump. Both water pumps and water towers require electricity.

**Note:** *SIMCITY™ DS* does not require you to build water pipes as in other *SimCity™* games.

## Waste

As soon as your zones develop, the Sims will produce unwanted waste. Build waste disposal plants on the edge of your city – away from your Sims!

## Rewards

Select your unlocked rewards and place them around the city to impress and amaze your Sims.

Earn rewards by completing Save The City missions, contacting other Mayors (see p. 20) and achieving various objectives throughout the game.

**Note:** Use the Museum (from the main menu) to make the landmark rewards available for building within your city.

## Demolish

Activate the bulldozer to destroy parts of your city and remove zones. Tap the Demolish icon, then the speech bubble and highlight squares on the bottom screen in a line or in blocks. Take your stylus off the Touch Screen to demolish the highlighted area.

**Note:** Demolishing cannot be undone.

## EXPERT ADVICE

### Building Tools

#### Zone

Each type of zone has a tax rate (see p. 19) which generates revenue, provided the zone is developed by your Sims. This income is the primary way to increase your Funds, so the growth of each type of zone is vital.

**Note:** Build Seaport and Airport zones according to the on-screen instructions, otherwise the Sims won't utilise the zone.



Light zones are cheaper and develop faster than denser zones, but return a smaller income.

When you cannot afford to provide zones in response to demand, raise extra cash by increasing the tax rate for the zones most in demand. Don't over do it though - high taxes drive Sims away!



### Transportation

Ensure you have adequate transportation between all areas of your city.

Select TRAN from the Data Sheet to check for routes that are congested – they are coloured red. Consider building alternative routes between the locations connected by congested routes.

Consider the following when planning your transport system:

#### Bridges

To build a road or railway across water, draw your route so that it connects both sides – with enough squares for the start and end of the bridge.



Bridges cost extra, so watch your budget!

#### Railways

Railways require at least two stations. Place stations in handy locations within each zone to get the most usage out of your railway.

#### Buses

Buses require at least two bus stops. Place bus stops within your Residential zones, but avoid frustrating stop-start journeys for your Sims!

#### Civic

For the highest quality living standards you should provide all of the civic services available – across your entire city!

Pay attention to the capacity of each building and the area it can cover – while at the same time checking your Budget (see p. 19). Every service has a monthly cost in addition to the cost of constructing the building.

Use the Data Sheet (see p. 19) to make sure that Fire and Police Stations are covering all at-risk areas of your city by selecting FIRE and CRIM respectively.



## Power

### Service Life

Replace power stations before their service life expires – otherwise they will explode!

### Pollution

Cheap power plants produce a lot of pollution – build them away from your Residential zones.

### Max Power

Each power station has a maximum capacity. Check the Current Power level to avoid running at maximum for too long – or it will explode!

### Power Lines

Although you can build roads/railways underneath power lines, it is easier to place power lines *after* the roads/railways are constructed.

## Water

### Capacity

Each water tower/pump etc. has a particular capacity and can only supply a limited number of structures.

### Fire Risk

Buildings supplied with water are less likely to catch fire!

## Other Sheets

### Budget Sheet

Your city's Revenue (REV) and Expenditure (EXP) are shown on the Budget Sheet – tap the relevant button to view each one.

#### Revenue

The total revenue at the top, followed by the tax rates and amount earned from each zone.

#### Expenditure

The total expenditure at the top, followed by the units for each item (first column), percentage of available spend (second column) and the total cost of each item (last column).

#### Total

The current balance of your Funds.

#### Monthly Balance

The projected income for the month (Revenue minus Expenditure).

#### Monthly Total

The projected final balance for your Funds.

#### Yearly Total

The projected final balance for the year.

**Note:** Set tax rates, budgets, take out loans and more by tapping the relevant buttons.

### Data Sheet

Use the Data Sheet for an overview of your city with coloured squares representing various factors, from crime to the transport system. Tap each button to change the view.



Use the Quality Of Life data (QUAL) to monitor the overall living standards of your Sims. Aim for a high living standard (dark blue) across your entire city!



## Graph Sheet

See the progress of your city over one year, ten year and one hundred year periods. Tap the buttons to add/remove the graph for each factor, from pollution to land value.

**Note:** Only four graphs may be shown at any one time. Tap the right arrow at the top of the list to see the other eight types of graphs available.

## Mail Sheet

Once you have unlocked the Post Office and built one in your city, follow these steps to send mail using DS Wireless Communications to another *SIMCITY™ DS* player – and receive an exciting package in the mail:

1. Select MAIL from the Main Screen to open the Mail Sheet.
2. At the Mail Sheet, select the mail to send by tapping on the arrow icons and then touch OK to confirm your selection.  
**Note:** Do not select BACK or this data will be erased and there will be no letter to send.
3. Return to the Build Sheet by tapping the left arrow in the lower right corner.
4. Save your game and exit to the main menu, then select POST OFFICE to send your mail.

**Note:** Your letter will only be sent if another *SIMCITY™ DS* player is within range, has selected POST OFFICE and is using Mail Mode.

## SAVING AND LOADING

- Tap SAVE on the Main Screen to save your game.
- Select CONTINUE when prompted to load a saved game in Build A City Mode.

**Note:** Only one saved game is available at a time.

## WARRANTY

### LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

### RETURNS AFTER WARRANTY

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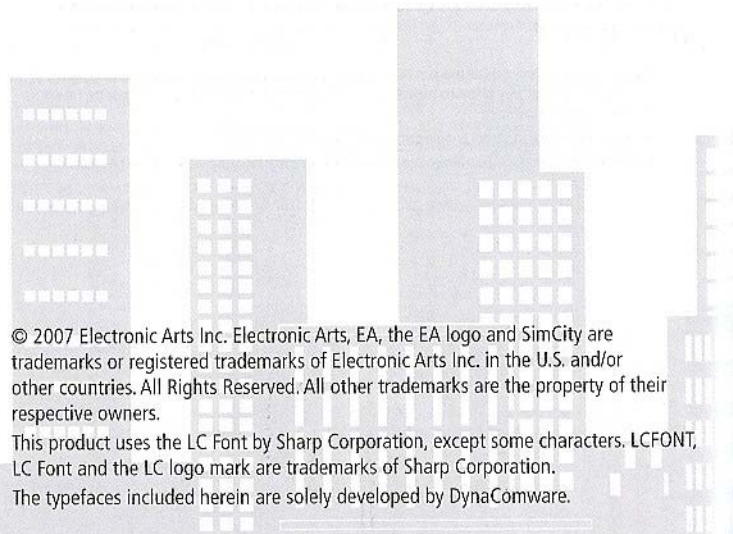
Telephone: **0870 2432435**

Fax: **0870 2413231**

**Note:** These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

**Note:** Customer Support cannot provide gameplay hints or tips.

**Note:** If you need gameplay help please see the back of this manual for details of our official EA Hintline.



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